

### **PROGRAM CODE**

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

FILE *obj;

char prog_name[10], record[100], locn[4];

int i, j, k = 0, flag = 0, start, ind, new_loc;

int main ()
{
    printf ("\nName of Object Program to load >> ");
    scanf ("%s", prog_name);

    obj = fopen ("input.txt", "r");
    fscanf (obj, "%s", record);

    for (i = 0; i < strlen (prog_name); i++)
    {
        if (record[i + 2] == prog_name[i])
        {
            flag = 0;
        }
        else
        {
            flag = 1;
            break;
        }
    }

    if (flag == 1)
    {
        printf ("OBJ PGM_Name NOT_FOUND!!\n");
    }
    else
    {
        printf ("LOCATION\tOBJECT CODE\n");
        while (record[0] != 'E')
        {
            ind = 12;
            if (record[0] == 'T')
            {
                for (j = 4, k = 0; j < 8, k < 4; k++, j++)
                {
                    locn[k] = record[j];
                }
            }
        }
    }
}
```

```

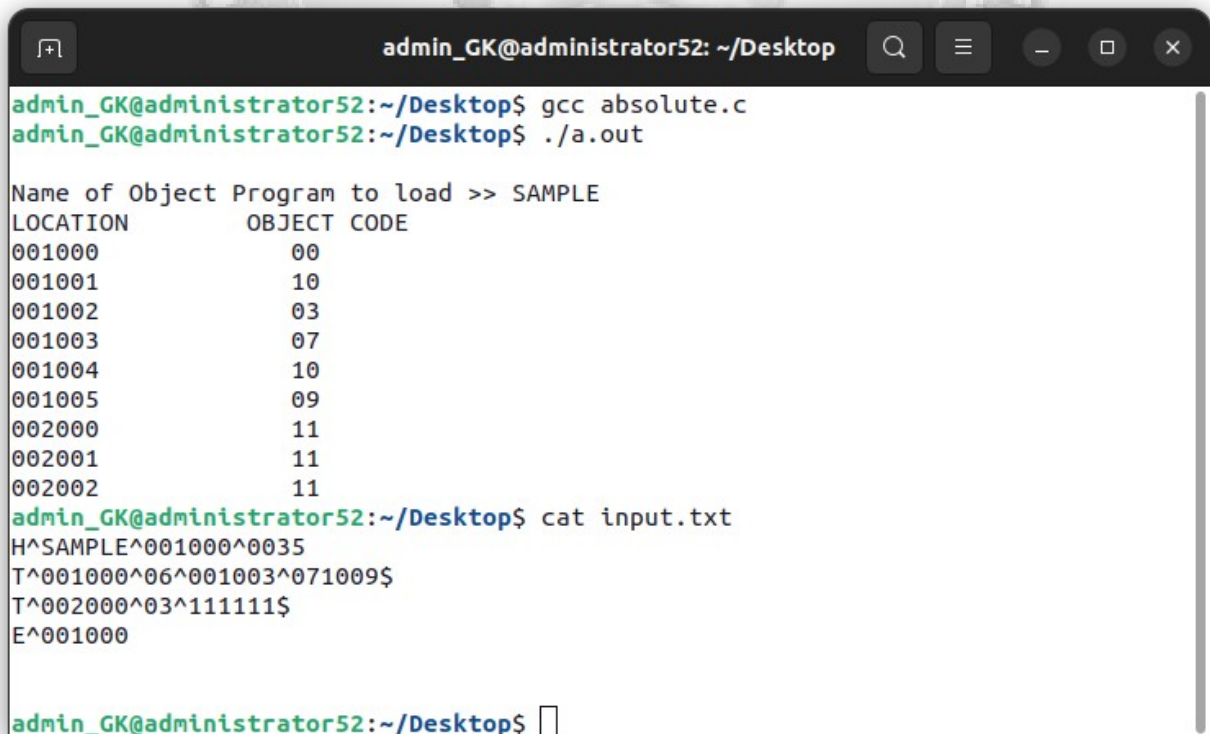
start = atoi (locn);
new_loc = start;

while (record[ind] != '$')
{
    if (record[ind] == '^')
    {
        ind++;
    }
    else
    {
        printf ("00%d \t %c%c\n", new_loc, record[ind],
            record[ind + 1]);
        ind += 2;
        new_loc += 1;
    }
}
fscanf (obj, "%s", record);
}

return 0;
}

```

### OUTPUT



```

admin_GK@administrator52: ~/Desktop
admin_GK@administrator52:~/Desktop$ gcc absolute.c
admin_GK@administrator52:~/Desktop$ ./a.out

Name of Object Program to load >> SAMPLE
LOCATION      OBJECT CODE
001000      00
001001      10
001002      03
001003      07
001004      10
001005      09
002000      11
002001      11
002002      11
admin_GK@administrator52:~/Desktop$ cat input.txt
H^SAMPLE^001000^0035
T^001000^06^001003^071009$
T^002000^03^111111$
E^001000

admin_GK@administrator52:~/Desktop$ 

```